

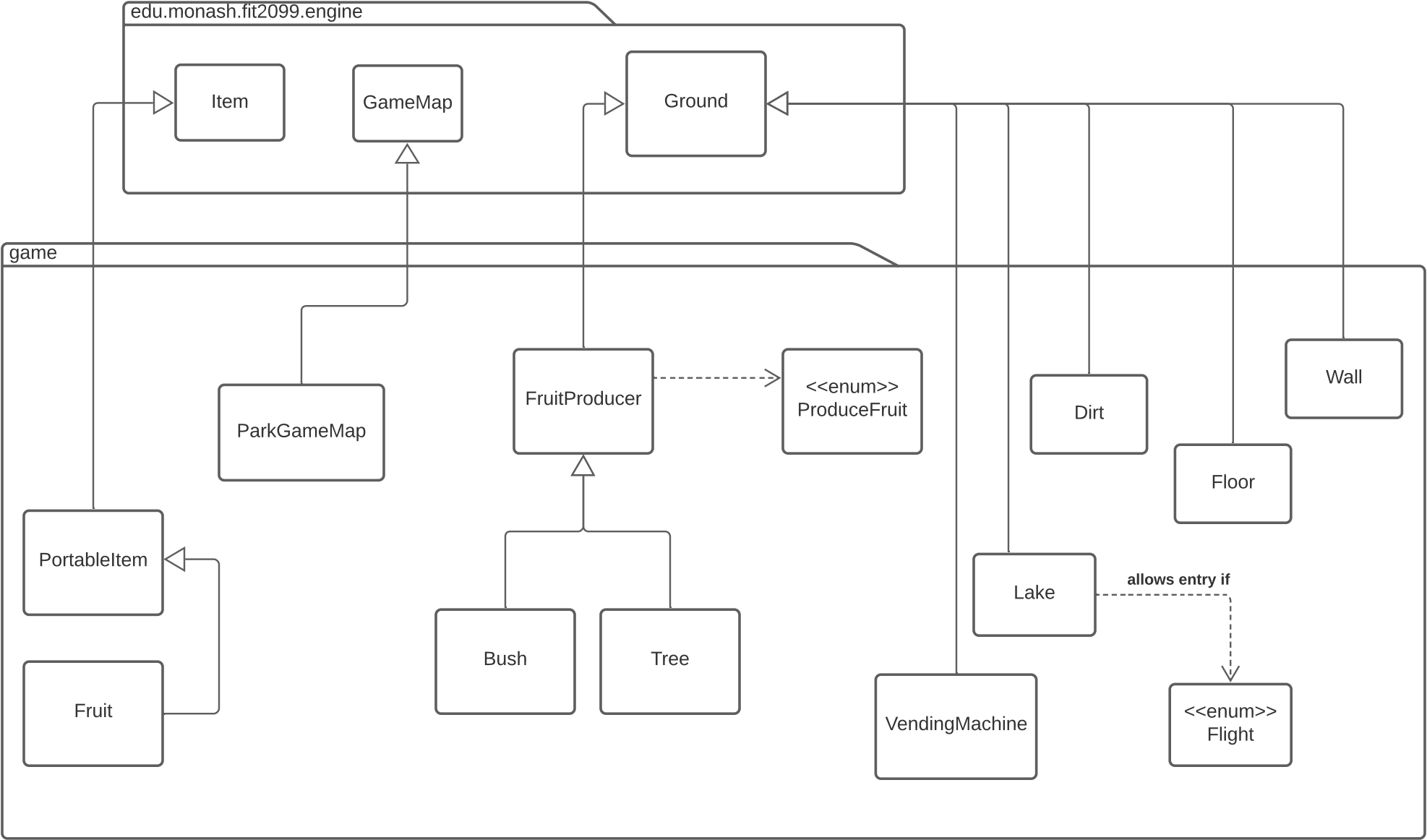
Updated UML diagrams

Assignment 3

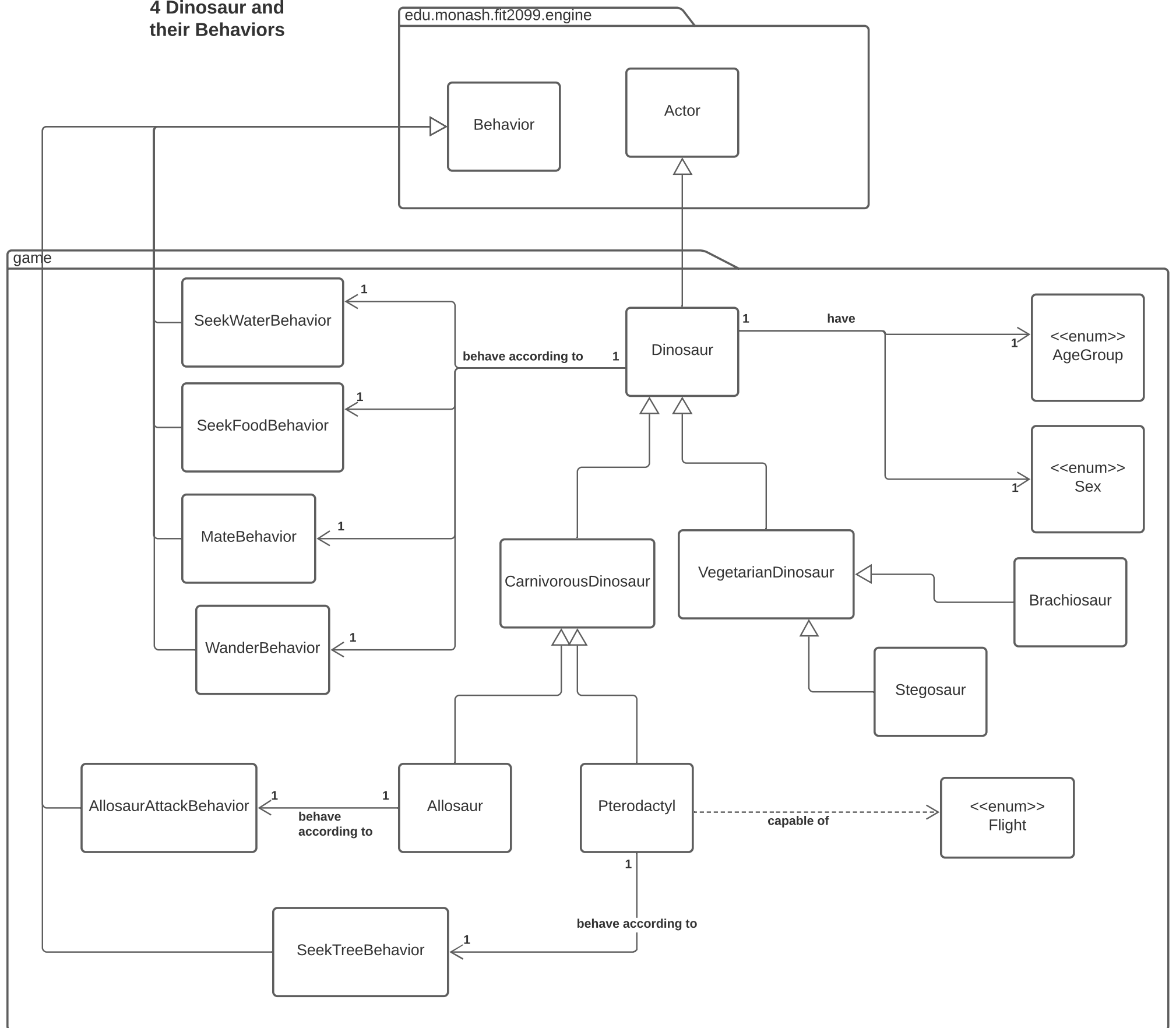
Group: Tute07Team82

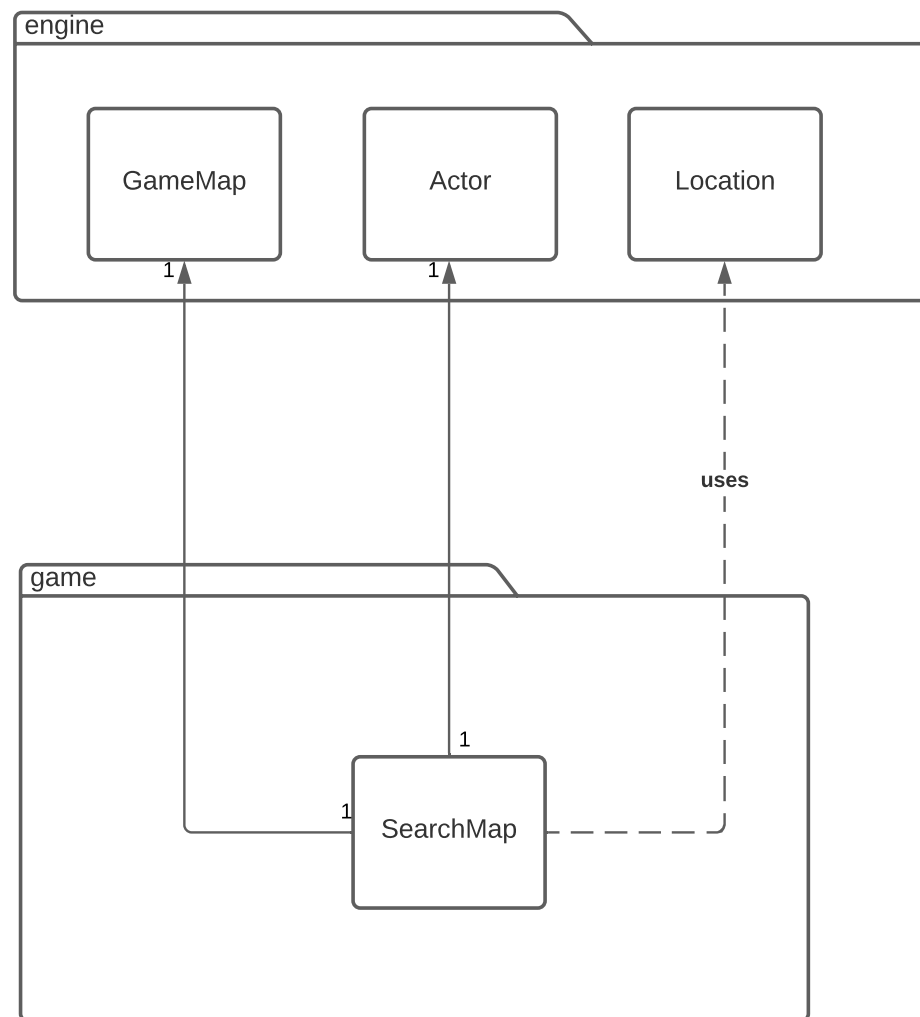
Members: Abhishek Shrestha, Amindu Kaushal Kumarasinghe

Items that populate the
ParkGameMap - new
GameMap

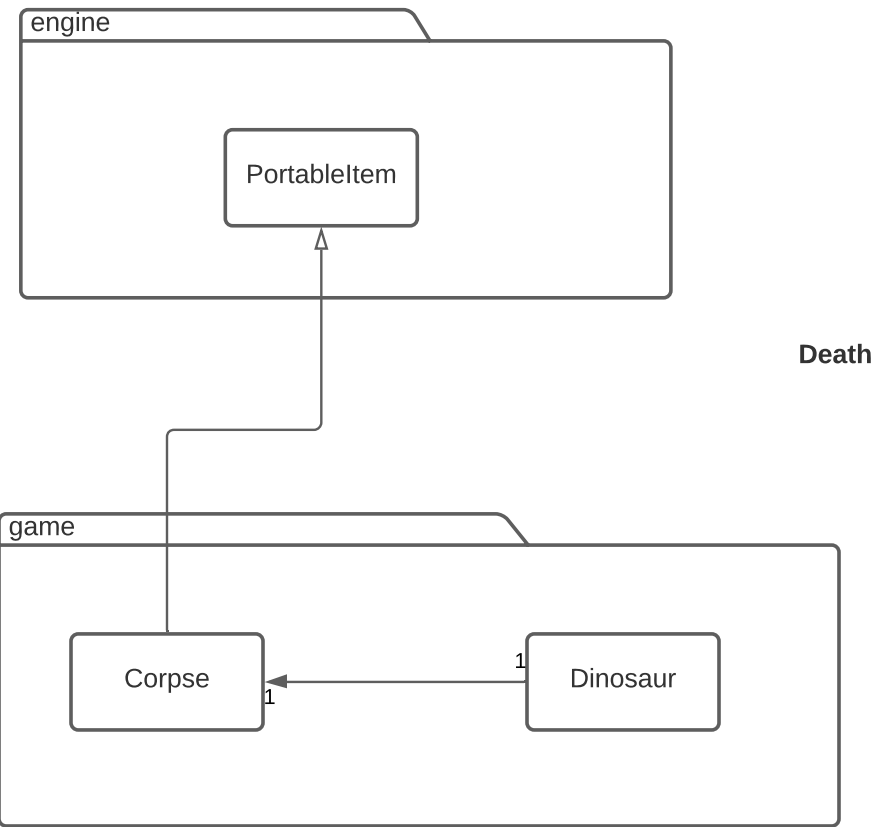


4 Dinosaur and their Behaviors

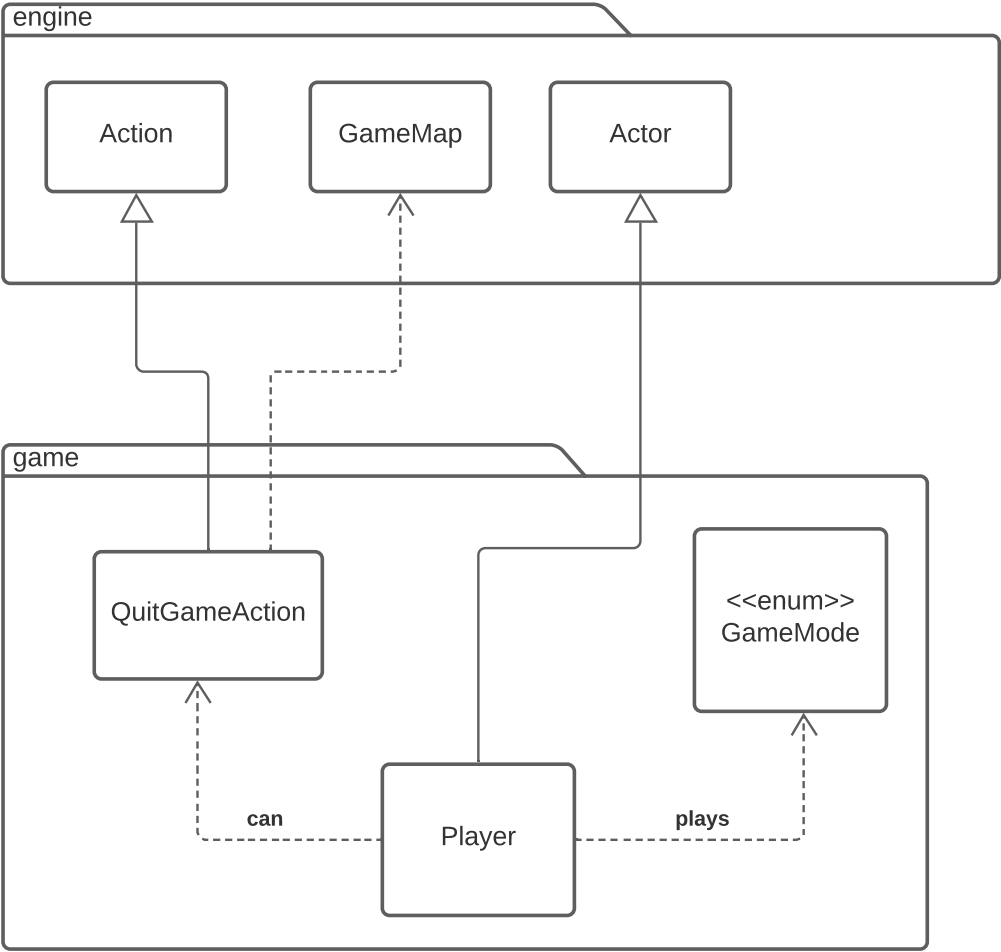




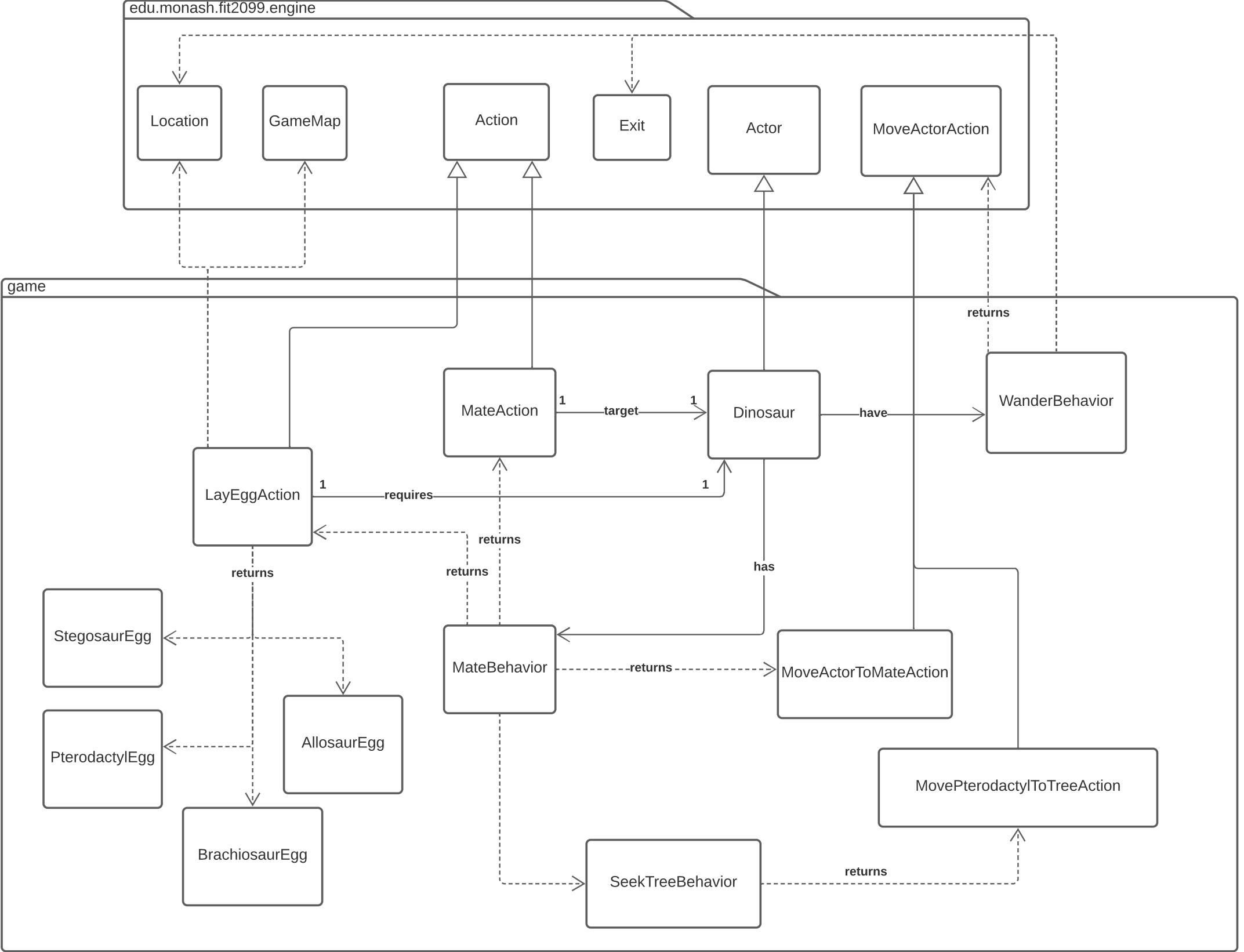
class diagram for the
SearchMap class



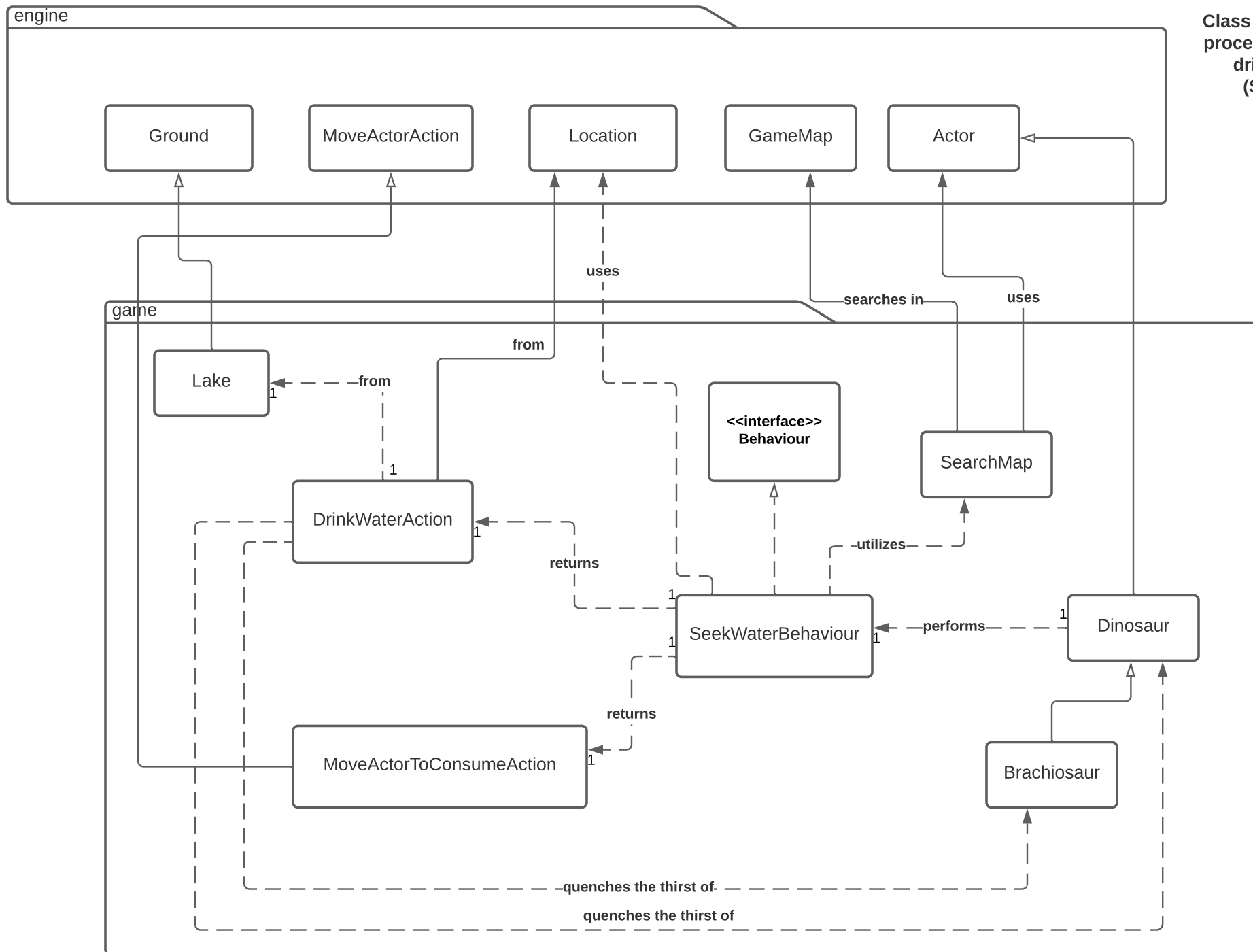
Quit Game



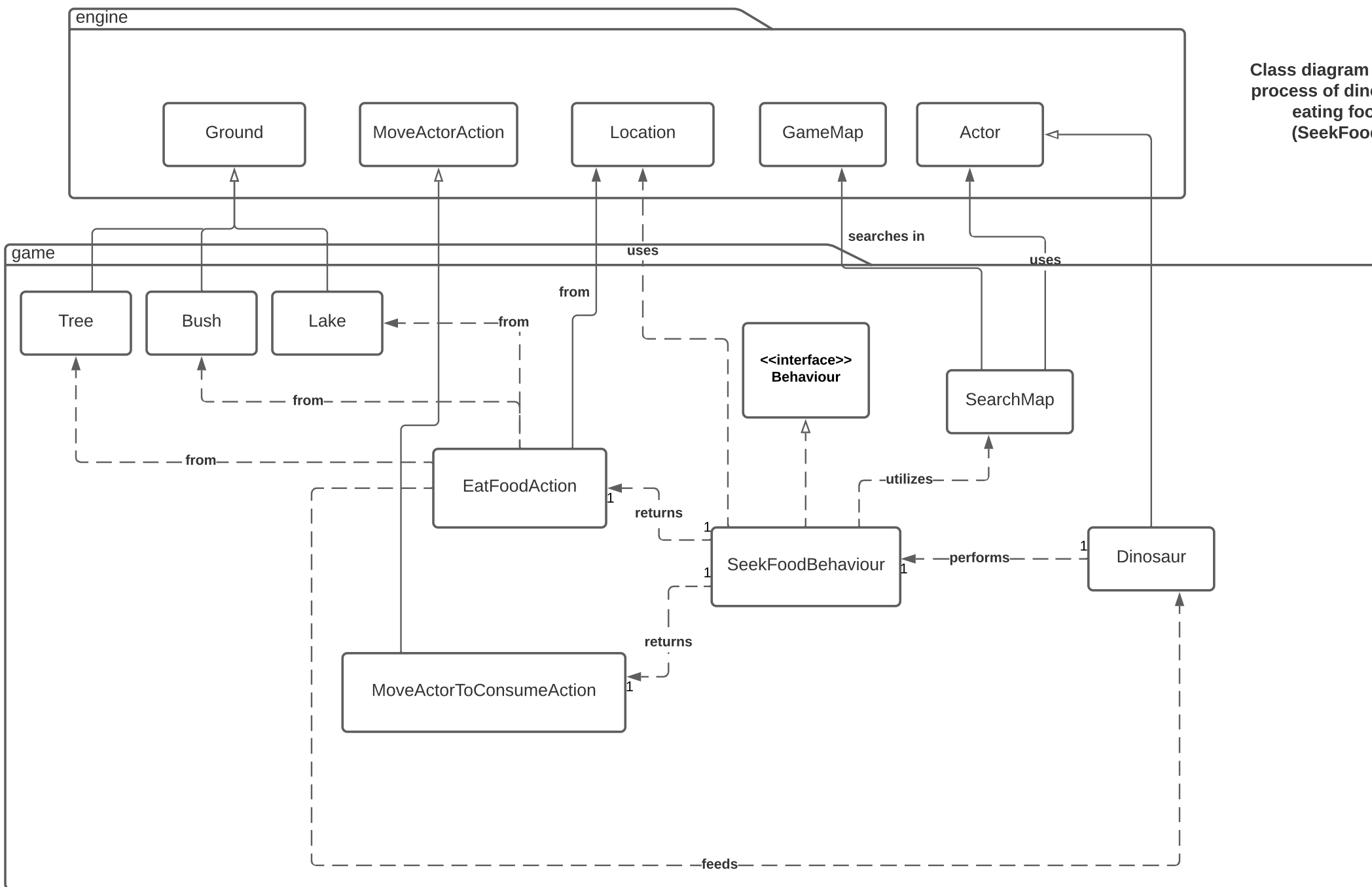
Mate Behavior



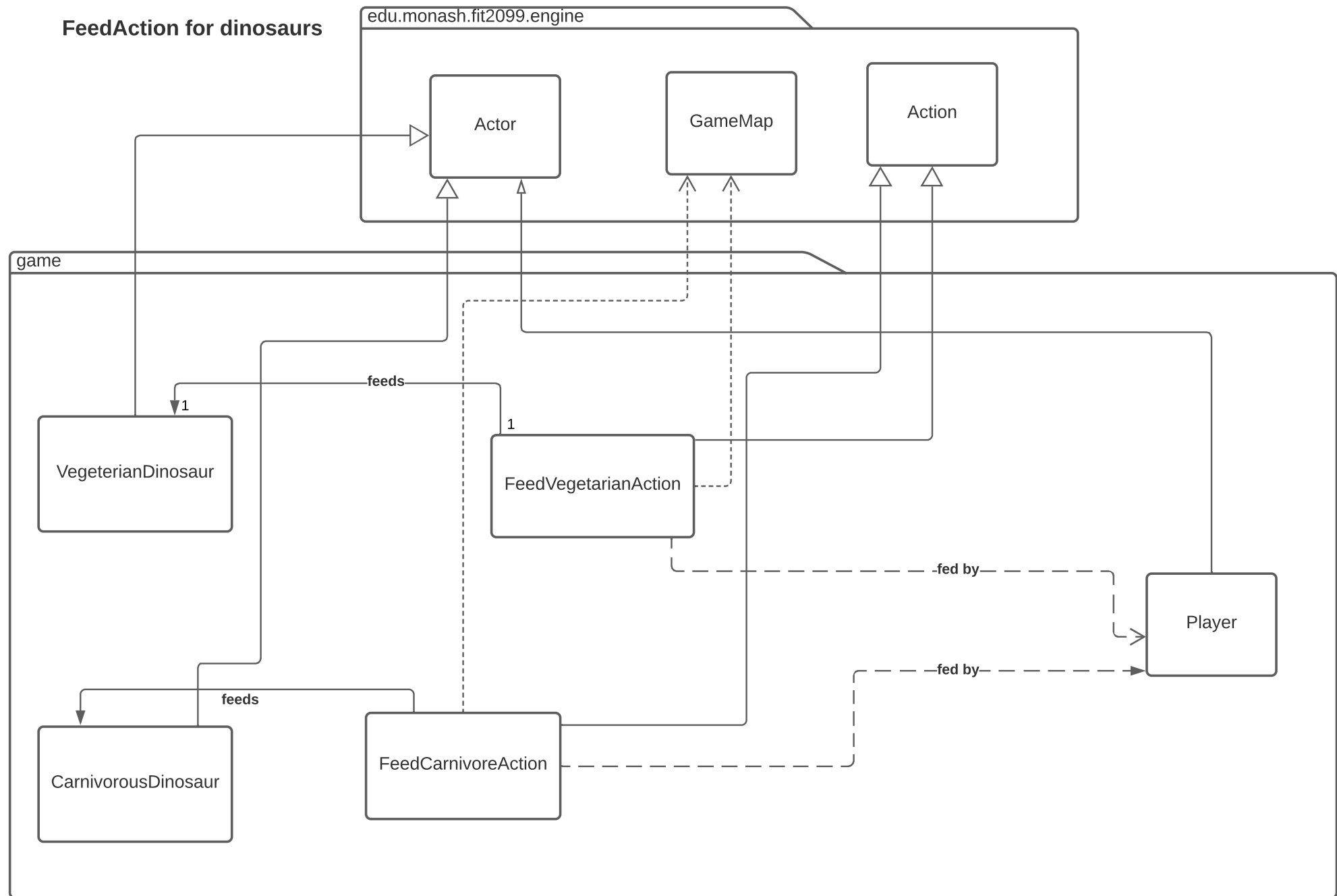
Class diagram for the process of dinosaurs drinking water (SeekWater)



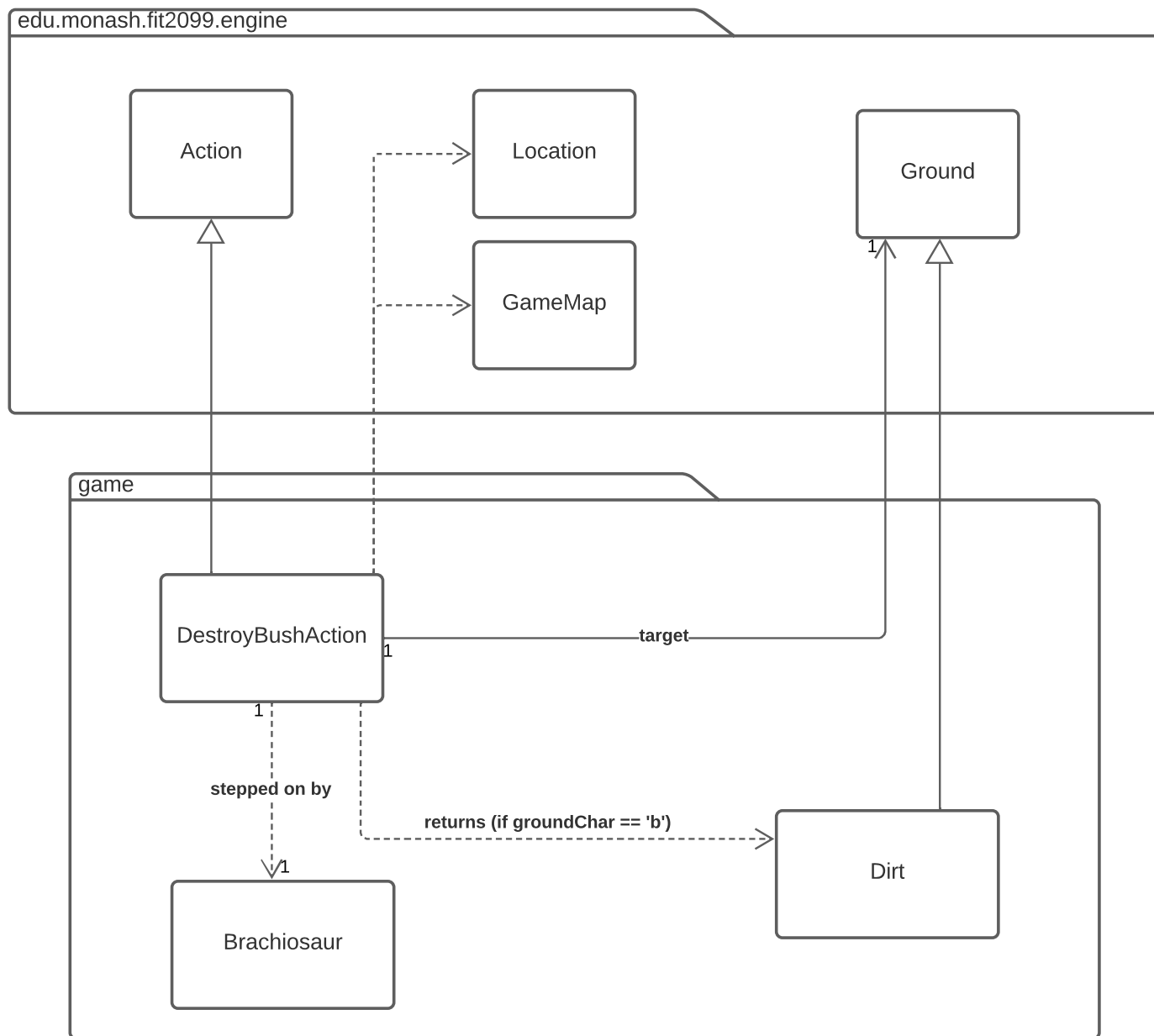
Class diagram for the process of dinosaurs eating food (SeekFood)



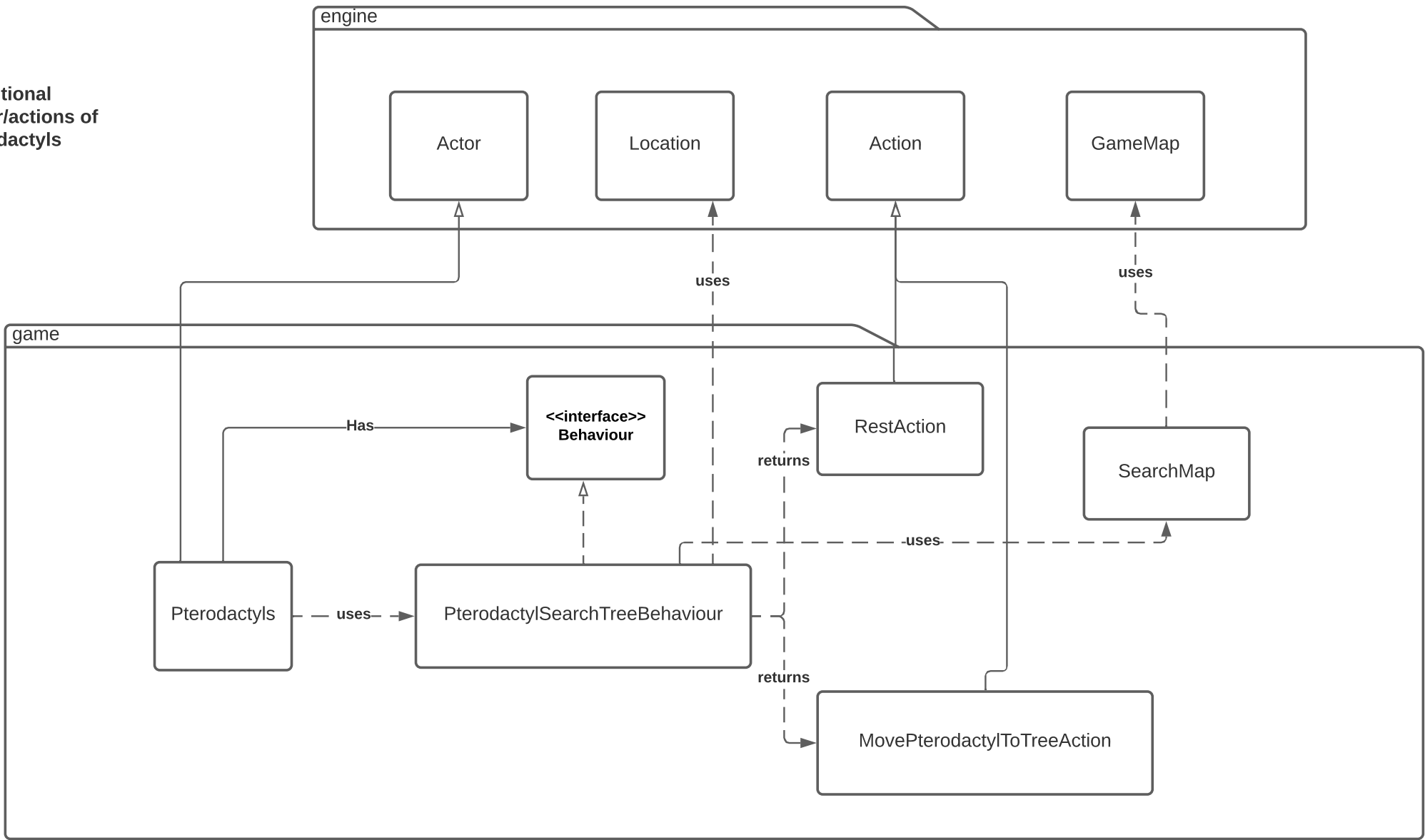
FeedAction for dinosaurs



DestroyBushAction

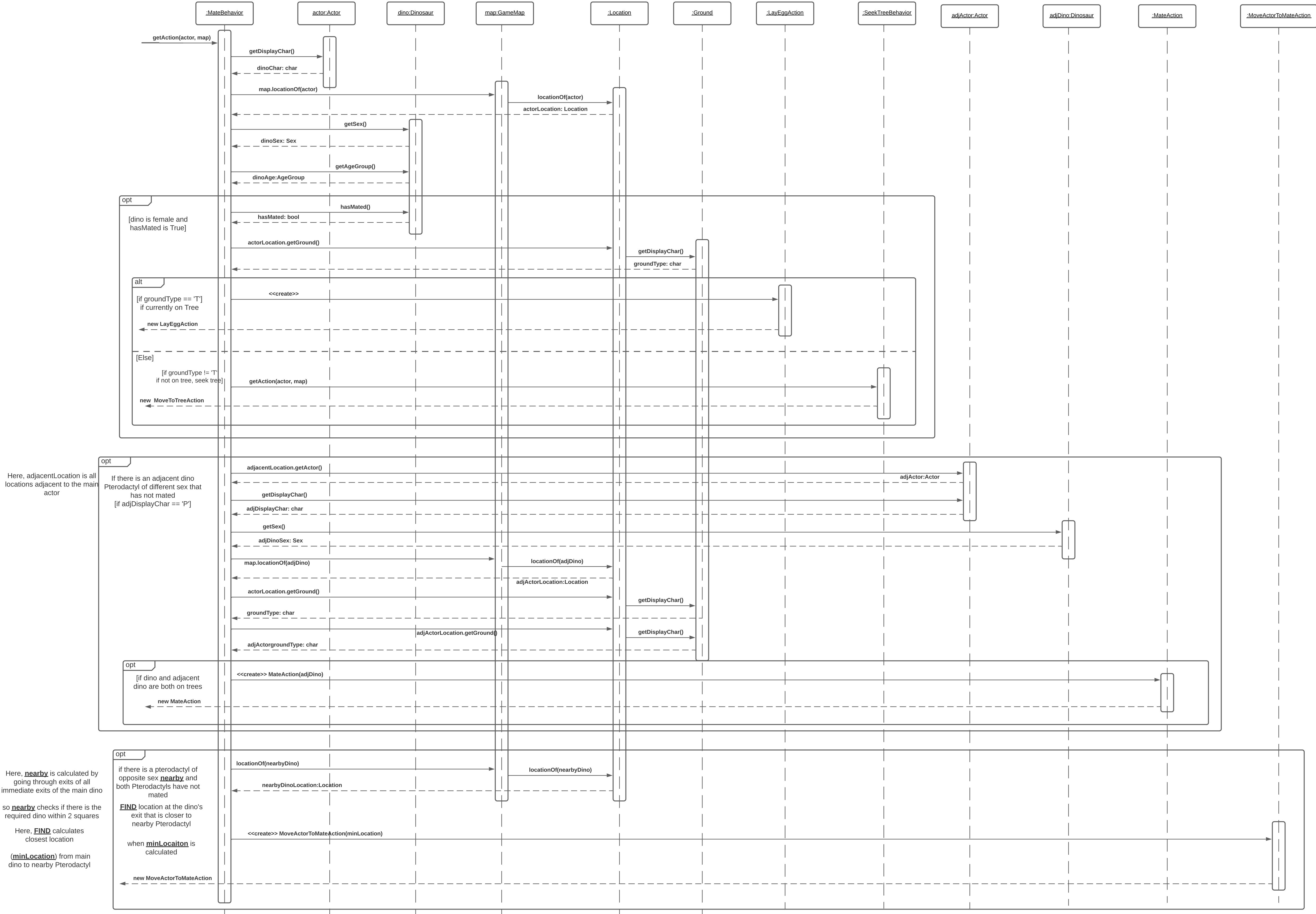


Additional
behaviour/actions of
pterodactyls



Sequence diagrams

Mate Behavior for Pterodactyl (Abhishek)



Updated Sequence
Diagram For
FeedVegeterianAction
from assignment 2

Note: vegetarianDinosaur is an instance variable of
FeedVegeterianAction class

Note: This sequence diagram is for the action of feeding a vegetarian
dinosaur , and it would be identical to feeding a carnivore dinosaur as
well, except instead of searching the inventory for fruits and vegetarian
mealkits, we can search for corpses, eggs and carnivore meal kits.

